



IHSA COMPETITIVE CHEERLEADING

Definitions and Scoring Tools

DEFINITIONS

Majority: 51% or more than half of the athletes.

Advanced Jumps: Toe touch, hurdler (left and right), herkie, pike, double nine, around the world.

Combination Jump: Continuous body movement between jumps with no more than 2 counts separating each jump. (Examples: double toe touch equals 2 jumps and 1 variety, and left hurdler/right hurdler combo equals 2 jumps and 2 variety.)

Jump-Tumble Combination (Tumbling Levels 2, 3 and 4): The degree of difficulty of these skills will be scored in the tumbling rubric. The execution of the jump will be scored as jump execution. The execution of the tumbling skill will be scored in tumbling execution.

Full Team Synchronized Jump: Required at all levels. All athletes must perform the same jump.

Advanced Body Positions: Front, side and back flexibility with foot at or above waist level. (Examples: heel stretch, over stretch, bow and arrow, scale, arabesque, scorpion, needle, etc.) Torch, liberty, platform or target are not advanced body positions.

Assisted Single Base Stunt: Any stunt in which one base supports the weight of a top person(s) with hands-on assistance from another base or spotter at any time during the stunt.

Unassisted Single Base Stunt: Any stunt in which one base supports the weight of a top person(s) without hands-on assistance from another base or spotter until the descent of the top person during a dismount.

Structure: A place in a pyramid when a top person connects and pauses to show a defined position. This is also referred to as a picture.

Variety of people in extended positions (Pyramid Level 4): Must show multiple top persons in an extended position during pyramid sequence.

Incomplete Skill: Hands touch down on tumbling or tumbling lands on knees.

Missed Skill: A building skill that falls during the skill. (Examples: drop from an individual stunt to a load, cradle, flatback, or unstable position; two body parts on the performing surface; a top person brought to the performance surface in a controlled manner (bear hug/melt down) before the skill ends; a top person falling on top of a spotter/base who is on the performing surface.)

NON-RUBRIC DESCRIPTORS

Projection/Showmanship: A team's ability to demonstrate natural expressions to make the routine appear effortless within their ability level. Ability to capture the crowd and demonstrate genuine enthusiasm, energy, and confidence. Use of appropriate volume relative to number of athletes, inflection, enunciation, pace, smiles, spirit, facial expressions, and poise maintained throughout the entire routine.

Creativity: A team's ability to utilize unique, innovative, and visual choreography and ideas throughout the routine.

Skill Utilization: Use of additional skills at or below the level of difficulty achieved by the team, synchronized skills, and repetition of skills throughout the routine.

Transitions and Formations: A team's ability to demonstrate precise spacing and seamless patterns of movement throughout the routine. This includes effective use of floor, use of skills during transitions, pace, and cohesion. Crossing center, bumping, excessive travel or downtime that distract from the performance will also be factored.

As of: 06-14-18